THE KING OF FIGHTERS 2001

Weak Punch • Weak Kick • Strong Punch • Strong Kick	A • B • C • D
Recovery Roll while hitting floor	A B
Body Blow	C D
Front Roll	A B
Back Evade	← A B
Guard Cancel Body Blow	block C D
Guard Cancel Evade: Back • Front	block ← • → A B
Taunt	START
Dash • Run	→ → • → →
Retreat	← ←
1st Striker Call	B C
2nd Striker Call	→ B C
3rd Striker Call	← B C
Short Hop	tap ↖ ~ ↗
Long Jump	↙ ~ ↘ into ↖ ~ ↗
Super cancel move	S. CANCEL

Moves cancellable into Desperation Move or Super Desperation Move

Play as Original Zero or Igniz	Use Unibios

Desperation Move

Needs 1 power stock

Super Desperation Move

Needs 2 power stocks

K'

Move	Input
One Inch	→ A
Knee Assault	→ B
Spot Pile	close ← • → C
Knee Strike	close ← • → D
Iron Trigger	↻ A • C
↳ Second Shoot	→ B
↳ Second Shell	→ D
↳ Blackout	← B • D
Crow Bites S. CANCEL	↻ A • C
↳ 2nd Bites	→ B • D
With C version of Crow Bites	
↳ Minute Spike	↺ B • D
Blackout	↻ B • D
Minute Spike	air ↺ B • D
↳ Narrow Spike S. CANCEL	↺ B • D
With grounded version of Minute Spike	
Heat Drive	↻ ↻ A • C
Chain Drive	↻ ↺ A • C
Chain Drive	↻ ↺ A C

LIN

Move	Input
Benpatsu Ken	→ A
Higi Hakkyoku Ken: Dakai	↘ C
Akuzan	close ← • → C
Akuzan Ki	close ← • → D
Tetsuzanbu Rasetsu S. CANCEL	↻ A • C x3
Kasumi S. CANCEL	↺ A • C
Muei Kusashu	↻ A • C
Himou Kyaku	↺ B • D
Hiten Kyaku	↺ B • D
Jatotsuga	↺ A • B • C • D
D is a fake	
Hizoku Ougi Ranbu: Dokuga	↺ ↺ A • C
Hizoku Ougi Ranbu: Dokuga	↺ ↺ A C
Hizoku Ougi Senshu: Rakan Satsu	↓ ↓ ↓ A C

Mongolian	→ A
Shisaku	↘ C
Dynamite Drop	close ← • → C
Choking Vice	close ← • → D
System 1: Maxima Scramble	A
↳ Double Bomber S. CANCEL	A
↳ Bulldog Press	A
System 2: Maxima Scramble	C
↳ Double Bomber S. CANCEL	C
↳ Bulldog Press	C
System 3: Maxima Lift	B • D
↳ Tsuika Kôgeki	→ B • D
M-4 Type Vapour Cannon	A • C
M-11 Type Dangerous Arch	close B • D
M-19 Type Bridge Cannon	B • D
Bunker Buster	A • C hold
Maxima Revenger	close B • D
Maxima Revenger	close B D

Alpha	close ← • → C
Zed	close ← • → D
Whip Shot	→ A tap
Desert Eagle	A • C tap
Assassin Strike 'Code: BB'	A • B • C • D
Boomerang Shot 'Code: SC' S. CANCEL	A • C
Hook Shot 'Code: Kaze'	air A • C
Strength Shot Type A Code: Yuuetsu S. CANCEL	hold A
↳ Strength Shot Type D Code: Ame	D
Strength Shot Type B Code: Chikara S. CANCEL	hold B
↳ Strength Shot Type D Code: Ame	D
Strength Shot Type C Code: Shouri S. CANCEL	hold C
↳ Strength Shot Type D Code: Ame	D
Sonic Slaughter 'Code: KW'	A • C
Sonic Slaughter 'Code: KW'	A C

JOE HIGASHI

Move	Input
Low Kick	→ B
Sliding	↘ B
Hiza Jigoku	close ← • → C
Leg Throw	close ← • → D
Bakuretsu Ken	A • C tap
↳ Bakuretsu Finish	A • C
Hurricane Upper	A • C
Ôgon no Kakato	B • D
Tiger Kick **S. CANCEL**	B • D
Slash Kick	B • D
Bakuretsu Hurricane Tiger Kakato	A • C
Shijou Saikyou no Low Kick	B • D hold
Ougon no Tiger Kick	↗ B • D
Screw Upper	A • C
Screw Upper	A C

ANDY BOGARD

Move	Input
Uwa Agito	→ B
Age Omote	↘ A
Gourin Kai	close ← • → C
Kakekomi Nage	close ← • → D
Hishô Ken	A
Geki Hishô Ken	C
Shôryûdan	A • C
Kûhadan	B • D
Ukabe Haisuishou	close A • C
Zaneiken	↙ → A • C
↳ Shippu Ouken **S. CANCEL**	A • C
Genei Shiranui	air B • D
↳ Shimo Agito **S. CANCEL**	A • C
↳ Uwa Agito	B • D
Zanei Ryûsei Ken	A • C
Chou Reppadan	↙ → B • D
Chou Reppadan	↙ → B D

TERRY BOGARD

Move	Input
Hammer Punch	→ A
Rising Upper	↘ C
Grasping Upper	close ← • → C
Buster Throw	close ← • → D
Power Wave	qcf A
Round Wave S. CANCEL	qcf C
Burn Knuckle	qcb A • C
Rising Tackle S. CANCEL	↓ ↑ A • C
Crack Shoot	qcb B • D
Power Dunk	dp B • D
High Angle Geyser	qcf qcf B • D
Power Geyser	qcb ↙ → A • C
Power Geyser	qcb ↙ → A C

BLUE MARY

Move	Input
Hammer Arch	← • → A
Double Rolling	← • → B
Victor Nage	close ← • → C
Head Nage	close ← • → D
Climbing Arrow	↘ B
Spin Fall	qcf A • C
↳ M. Spider	qcf A • C
Real Counter	qcb A • C
↳ Backdrop Real	hcf A • C
↳ Head Crash	hcf B • D
M. Reverse Facelock	counter qcb B
M. Head Buster	counter qcb D
Vertical Arrow	dp B • D
↳ M. Snatcher S. CANCEL	dp B • D
Straight Slice S. CANCEL	← → B • D
↳ Crab Clutch	qcf B • D
M. Splash Rose S. CANCEL	qcf hcb A • C
M. Dynamite Swing	A A → B . C
M. Dynamite Swing	A A ← B . C

SIE KENSOU

Move	Command
Kobobute	→ A
Gosentai	→ B
(throw) Sunda	close ← • → C
(throw) Tomoe Nage	close ← • → D
Choukyuudan	↓↙← A • C
Ryuu Sou Geki	air ↓↙← A • C
Ryuu Renga Chiryuu	←↙↓↘→ A
Ryuu Renga Tenryuu	←↙↓↘→ C
Ryuu Gakusai S. CANCEL	→↓↘ B • D
Senkyuu Tai	↓↘→ B • D
Shinryuu Seioh Rekkyaku	↓↘→ →↘↓↙← B
Shinryuu Tenbu Kyaku	↓↘→ →↘↓↙← D
Senki Hakkei	close ↓↘→ ↓↘→ A C

CHIN GENTSAI

Move	Command
Suibo Hyoutan Geki	→ A
(throw) Gou Inshu	close ← • → C
(throw) Sakaashi Nage	close ← • → D
Suihaikou	↓↘→ A • C
↳ Fun'en Kou	↓↘→ A • C
↳ Gou'en Shourai: Kai S. CANCEL	→↓↘ A • C
Hyoutan Geki	↓↙← A • C
Bogetsu Sui	↓ ↓ B • D
Can move with ← or →	
↳ Rouja Hanhou S. CANCEL	↑ B
↳ Rigyo Hanhou	↑ D
Gou'en Shourai	↓↘→ →↘↓↙← A • C
Gouran Enpou	↓↘→ ↓↘→ A • C
Gouran Enpou	↓↘→ ↓↘→ A C

ATHENA ASAMIYA

Move	Input
Sankaku Tobi	air corner ↗
Renkantai	→ B
Phoenix Bomb	air ↓ B
Psychic Throw	close ← • → C
Bit Throw	close ← • → D
Psycho Ball	↓↙← A • C
Psycho Sword S. CANCEL	(air) →↓↘ A • C
Psychic Teleport	↓↘→ B • D
Phoenix Arrow S. CANCEL	air ↓↙← B • D
Psycho Reflector	→↘↓↙← B
New Psycho Reflector	→↘↓↙← D
Psychic Shoot	air close ← ~ ↓ ~ → C • D
Phoenix Fang Arrow	air ↓↘→ ↓↘→ B • D
Shining Crystal Bit	(air) →↘↓↙← →↘↓↙← A • C
↳ Crystal Shoot	↓↙← A • C
↳ Cancel	A B C D
Shining Crystal Bit	(air) →↘↓↙← →↘↓↙← A C
↳ Crystal Shoot	↓↙← A • C
↳ Cancel	A B C D
Psychic 9	→↘↓↙← → A C . A . B . C . A . B . C . D
↳ Sailor Punch	↓↘→ A • C
↳ Psycho Sword	→↓↘ A • C
↳ Flaming Sword	→↘↓↙← B • D

Sankaku Tobi	air corner ↗
Soushou	air ↓ A
Hikida	air ↓ B
Kawasaki	→ A
Senheki Shuu	→ B
Senshou Shuu	↘ B
Rikatsu Shuu	↘ D
Sliding	↓ D
Genei Tougi	close ← • → C
Critical Throw	close ← • → D
Psycho Ball Attack: Raise S. CANCEL	↓↘→ A
Psycho Ball Attack: Front S. CANCEL	↓↙← A
Psycho Ball Attack: Air Front	air ↓↙← A
Psycho Ball Attack: Bound S. CANCEL	↓↘→ B
Psycho Ball Attack: Air Bound	air ↓↘→ B
Psycho Ball Attack: Reflect	↓↙← B
Psycho Ball Crash: Raise S. CANCEL	↓↘→ C
Psycho Ball Crash: Front S. CANCEL	↓↙← C
Psycho Ball Crash: Air Front	air ↓↙← C
Psycho Ball Crash: Bound	↓↘→ D
Psycho Ball Crash: Air Bound	air ↓↘→ D
Psycho Ball Crash: Reflect	↓↙← D
Psycho Ball Crash: SP	↓↙← ↓↙← B • D
Psycho Ball Crash: DX III	→ ←↙↓↘→ A C

KYO KUSANAGI

Move	Input
Ge Shiki Goufu You	→ B
Ge Shiki Naraku Otoshi	air ↓ C
88 Hachi Juu Hachi Shiki	↘ D
Hachi Tetsu	close ← • → C
Issetsu Seoi Nage	close ← • → D
75 Shiki: Kai Modified	↓↘→ B • D . B • D
100 Shiki: Oniyaki S. CANCEL	→↓↘ A • C
114 Shiki: Aragami	↓↘→ A
↳ 128 Shiki Kono Kizu	↓↘→ A • C
↳ Ge Shiki: Migiri Ugachi	A • C
↳ 125 Shiki: Nana Se	B • D
↳ 127 Shiki Yano Sabi	↓↙← A • C
↳ Ge Shiki: Migiri Ugachi	A • C
↳ 125 Shiki: Nana Se	B • D
↳ 212 Shiki: Kototsuki You	↓↙← B • D
115 Shiki: Dokugami	↓↘→ C
↳ 401 Shiki: Tsumi Yomi	↓↙← A • C
↳ 402 Shiki: Batsu Yomi	→ A • C
↳ 100 Shiki: Oniyaki	→↓↘ A • C
R.E.D. Kick	←↓↙ B • D
427 Shiki: Hikigane S. CANCEL	↓↙← B • D
Ura 108 Shiki: Orochinagi	↓↙← ←↙↓↘→ A • C hold
Ura 108 Shiki: Orochinagi	↓↙← ←↙↓↘→ A C hold
524 Shiki: Kamukura	close ↓↙← ↓↙← A C

THE KING OF FIGHTERS 2001

BENIMARU NIKAIDO

Spinning Knee Drop	air close ← ~ ↓ ~ → C • D
Jack Knife Kick	→ B
Flying Drill	air ↓ D
Catch and Shoot	close ← • → C
Front Suplex	close ← • → D
Raijin Ken	air ↓↘→ A • C
Shinkuu Katategoma S. CANCEL	↓↙← A • C
Iai Geri	↓↘→ B • D
↳ Handou Sandan Geri S. CANCEL	↓ ↑ B
Genei Hurricane	↓↙← ↓↙← B • D
Raikou Ken	↓↘→ ↓↘→ A • C
Raikou Ken	↓↘→ ↓↘→ A C

GORO DAIMON

Tamatsubushi	→ A
Crouching Backfist	↘ C
Crossbar Choke	close ← • → C
Escorting Leg Sweep	close ← • → D
Jiraishin C is a fake	→↓↘ A • C
Kumo Tsukami Nage	←↙↓↘→ A
Kirikabu Gaeshi	←↙↓↘→ C
Tenchi Gaeshi	close →↘↓↙← → A • C
Nekko Gaeshi	↓↘→ B • D
Chô Ukemi	counter ↓↙← B • D
Chô Oosotogari	close →↓↘ B • D
Uranage	→↘↓↙← → B • D
Jigoku Gokuraku Otoshi	close →↘↓↙← →↘↓↙← A • C
Nekko Nuki	close ←↙↓↘→ ←↙↓↘→ B • D
↳ Tsuzuku Kirikabu Gaeshi	←↙↓↘→ B • D
↳ Bukko Nuki Uranage	→↓↘ B • D
Jigoku Gokuraku Otoshi	close →↘↓↙← →↘↓↙← A C
Nekko Nuki	←↙↓↘→ ←↙↓↘→ B D
↳ Tsuzuku Kirikabu Gaeshi	←↙↓↘→ B • D
↳ Tsuzuku Tenchi Gaeshi	→↓↘ B • D

SHINGO YABUKI

Ge Shiki Goufu 'Kakkodake'	→ B
Hatsugane	close ← • → C
Issetsu Seoi Nage Fukanzen	close ← • → D
100 Shiki: Oniyaki Mikansei	→↓↘ A • C
101 Shiki Oborogurama Mikansei	←↓↙ B • D
104 Shiki: Aragami Mikansei	↓↘→ A
105 Shiki: Dokugami Mikansei	↓↘→ C
212 Shiki: Kototsuki Mikansei S. CANCEL	←↙↓↘→ B • D
Shingo Kinsei Ore Shiki Gecchuu	↓↙← A • C
Shingo Kinsei Ore Shiki Nietogi	close →↓↘ B • D
Shingo Kick	←↙↓↘→ B • D
Shingo Kinsei Ore Mu Shiki	↓↙← ←↙↓↘→ A • C
Ge Shiki Kake Hourin	↓↘→ ↓↘→ A • C
Ge Shiki Kake Hourin	↓↘→ ↓↘→ A C

RYO SAKAZAKI

Hyouchuu Wari	→ A
Jôdan Uke	→ B
Gedan Uke	↘ B
Tani Otoshi	close ← • → C
Tomoe Nage	close ← • → D
Koô Ken	↓↘→ A
Koho Shippu Ken S. CANCEL	↓↙← A • C
Koho S. CANCEL	→↓↘ A • C
Zan Retsu Ken	→ ← → A • C
Mouko Raijin Setsu	↓↘→ B • D
Hien Shippû Kyaku	←↙↓↘→ B • D
Tenchi Haoh Ken	↓↘→ ↓↘→ A • C
Haô Shôkô Ken	→ ←↙↓↘→ A • C
Ryûko Ranbu	↓↘→ →↘↓↙← A • C
Ryûko Ranbu	close ↓↘→ C . A

ROBERT GARCIA

Ura Kobushi	→ A
Kouryuu Gokya Geri	← A
Ryuu Hanshuu	← • → B
Nidan Sokudou Geri	↘ B
Ryuutobi Kyaku	close ← • → C
Kubikiri Nage	close ← • → D
Hien Ryuu Jin Kyaku	air ↘ B • D
Ryû Geki Ken	A • C
Ryuu Ga	A • C
Hien Senpû Kyaku	B • D
Sen'en Renbu Kyaku	close B • D
Genei Kyaku	→ ← → B • D
Haiga Ryuu	A • C
Haô Shôkô Ken	→ A • C
Ryûko Ranbu	A • C
Ryûko Ranbu	A C

TAKUMA SAKAZAKI

Oni Guruma	→ A
Hi Shya Otoshi	← A
Kawara Wari	→ B
Keima Uchi	↘ B
Oosotogari	close ← • → C
Ippon Seoi Nage	close ← • → D
Koô Ken	A • C
Mouko Senkai Kyaku S. CANCEL	A • C
Zan Retsu Ken	→ ← → A • C
Shôran Kyaku	B • D
Hien Shippû Kyaku	↙ → B • D
Shin Kishin Geki	close A • C
Haoh Shi Koô Ken	→ A • C hold
Ryûko Ranbu	A • C
Ryûko Ranbu	A C

YURI SAKAZAKI

Tsubame Yoku	→ A
Senkai Kyaku	→ B
↳ Tsuika Kôgeki	→ B
Tsubame Otoshi	air close ← ~ ↓ ~ → C • D
Oni Harite	close ← • → C
Silent Nage	close ← • → D
Koô Ken	↻ A • C
Haô Shôkô Ken	↻ A • C hold
Yuri Chô Knuckle	↺ A • C hold
Yuri Chô Upper S. CANCEL	↻ A • C
↳ Kuuga	↻ A • C
With C version of Yuri Chô Upper	
Rai Ou Ken	↻ B • D
Yuri Chô Mawashi Geri	↺ B • D
Hyakuretsu Binta	↻ → B • D
Metsuki Zan Kuuga S. CANCEL	↻ ↻ B • D
Hien Hôô Kyaku	↻ ↺ B • D
Hien Hôô Kyaku	↻ ↺ B D
Yuri Chô Tsubamemai	A A → B . C

KIM KAPHWAN

Tora Yopuchagi	→ A
Nerichagi	→ B
Kubikime Otoshi	close ← • → C
Sakkyaku Nage	close ← • → D
Hishô Kyaku S. CANCEL	air ↻ B • D
Han Getsu Zan	↺ B • D
Hien Zan	↓ ↑ B • D
↳ Tenshô Zan	↓ D
With D version of Hien Zan	
Haki Kyaku S. CANCEL	↓ ↓ B • D
↳ Kuu Sa Jin S. CANCEL	↻ B • D
With B version of Haki Kyaku	
Hôô Hiten Kyaku	↻ ↻ B • D
Hôô Tenbu Kyaku	air ↻ ↻ B • D
Hôô Kyaku	air ↺ ↙ → B • D
Hôô Kyaku	air ↺ ↙ → B D

CHANG KOEHAN

Hike Nage	↘ A
Hagangeki	close ← • → C
Kusari Jime	close ← • → D
Tekkyu Funsai Geki S. CANCEL	↺ A • C
Tekkyu Dai Kaiten	↻ A • C
Can move with ← or →	
Tekkyu Taiko Uchi	counter ↻ B • D
Dai Hakai Nage	close ↻ → A • C
Tekkyu Dai Bousou	↻ ↺ A • C
Tekkyu Dai Assatsu	↻ ↻ A • C
Tekkyu Dai Assatsu	↻ ↻ A C

CHOI BOUNGE

Move	Command
Sankaku Tobi	air corner ↗
Toorima Geri	← • → B
Zujou Sashi	close ← • → C
Geketsu Tsuki	close ← • → D
Kaiten Tobisaru Zan	A • C
↳ Kishuu Tobisaru Tsuki	not too close A • C
Tatsumaki Shipû Zan	↓ ↑ A • C
Senpû Tobisaru Satotsu	← → A • C
↳ Houkou Tenkan	any direction A • B • C • D x2
Hishô Kyaku S. CANCEL	air B • D
Hien Sen	B • D
Hishô Kuu Retsu Zan	↓ ↖ ~ ↗ B • D hold
hold to attack	
↳ Houkou Tenkan	any direction A • B • C • D x2
Shin Chouzetsu Tatsumaki Shinkuu Zan	A • C
Can move with ← or →	
Zan Saru Tsukiwa	A • C hold
Hôô Kyaku	B D

MAY LEE

Mode Change	A B C
STANDARD MODE	
Flying Forward Kick	→ B
Jumping Kick Grab	close ← • → C
Sommersault Grab	close ← • → D
Three-Strike Kick (Reverse)	↓↘→ B • D
↳ Triple Kick S. CANCEL	→↘↓↙← B • D
D version change to Hero Mode	
Three-Strike Kick (Heel Drop)	→↓↘ B
Three-Strike Kick (Low) S. CANCEL	→↓↘ D
Counter Kick S. CANCEL	counter →↘↓↙← B • D
↳ Shinjuu Kyaku	↓↙← ↓↙← B • D
Rugetsu Kourin	↓↘→ ↓↘→ B • D
HERO MODE	
Hero Counter	→ A
Sliding	↘ B
Full-Swing Chop	↓↘→ A • C
↳ Counter Wire	C
May Lee: Chop S. CANCEL	↓↙← A • C
May Lee Kick S. CANCEL	air ↓↘→ B • D
May Lee: Break	close →↘↓↙← → A • C
May Lee: Dynamic	air ↓↘→ ↓↘→ A • C
May Lee: The End	close ↓↘→ ↓↘→ A C

VANESSA

Move	Input
One-Two Puncher	→ A
Sliding Puncher	↘ B
Dynamite Puncher	close ← • → C
Clinch Puncher	close ← • → D
Machine Gun Puncher	↻ A • C tap
Puncher Weaving	↺ A • C hold
↳ Dash Puncher	→ A • C
↳ Parrying Puncher	← A • C
↳ Puncher Vision Kouhou • Zenpô	← • → B • D
↳ Puncher Upper	→ A
↳ Puncher Straight	→ C
Puncher Vision Kouhou • Zenpô	↺ • ↻ B • D
↳ Puncher Upper	→ A
↳ Puncher Straight	→ C
↳ Puncher Weaving	← A • C hold
Parrying Puncher	↻ A • C
Dash Puncher	← → A • C
Champion Puncher	close ↻ ↻ A • C
Crazy Puncher	↺ ↻ A • C
Crazy Puncher	↺ ↻ A C

IORI YAGAMI

Move	Input
Ge Shiki: Yumebiki	→ A A
Ge Shiki: Goufu In 'Shinigami'	→ B
Ge Shiki: Yuri Ori	air ← B
Sakahagi	close ← • → C
Saka Sakahagi	close ← • → D
Kuzukaze	close ↻ → A • C
100 Shiki: Oniyaki S. CANCEL	↻ A • C
108 Shiki: Yami Barai	↻ A • C
127 Shiki: Aoi Hana S. CANCEL	↺ A • C x3
404 Shiki: Koto Tsuki In	↻ B • D
Kin 1211 Shiki: Yaotome	↻ ↻ A • C
↳ Ura 327 Shiki: Yami Sugi	↻ ↻ ↻ ↻ A C

SETH

Tackle	→ A
Back Blow	← A
Mae Age Geri	→ B
Sobat	← B
Sliding Kick	↘ B
Elbow Strike	close ← • → C
Tomoe Nage	close ← • → D
Sho-Yoh S. CANCEL	↻ A • C
Ashi-Tori	counter ↓ ↓ A • C
Doh-Kuzushi	counter ↺ B • D
Raku-Getsu	air ↻ B
An-Getsu	air ↻ D
Kyu-Getsu	↺ B • D
↳ Ya-Getsu	→ B • D
↳ Gen-Getsu	↓ B • D
Morote Sho-Yoh	↻ ↻ A • C
Irimi-Nadazuki	↻ ↺ B • D
Doh-Tori-Shichimonsatsu	counter ↻ ↺ A C

Teikuu	↘ B
Arm Hop (throw)	close ← • → C
Flying Maya (throw)	close ← • → D
Feint Step	qcb A • C hold
C is a feint	
Tiger Neck Chancery (throw)	close hcf A • C
Rolling Sobat	dp B • D
↳ Flying Body Attack	dp B • D
↳ Recovery S. CANCEL	↓ ↓ C
Tiger Load	reverse dp B • D
↳ Cross Chop	corner ← D
↳ Cancel	A B C
Somersault	hcf B • D
↳ Cancel	A B C
El Diablo Amarillo Ramon	qcb hcf B • D
Tiger Spin	close hcb hcb A • C
Tiger Spin	close hcb hcb A C

Trap Kick	→ B
Sliding Kick	↘ D
Hold Rush (throw)	close ← • → C
Hook Buster (throw)	close ← • → D
Mirage Dance (throw)	close hcf A • C
Mirage Kick S. CANCEL	hcb A • C
Venom Strike	qcf B
Double Strike	qcf D
Trap Shot	dp B • D
Tornado Kick	hcb B • D
Surprise Rose	← qcb B • D
Illusion Dance	qcf hcb B • D
Illusion Dance	qcf hcb B D

Sankaku Tobi	air corner ↗
Tsubakuro no Mai	→ B
Benitsuru no Mai	↘ B
Yume Sakura	air close ← ~ ↓ ~ → C • D
Shiranui Gourin	close ← • → C
Fuusha Kuzushi	close ← • → D
Daiwa Fuusha Otoshi	air ↓ A
Ukihane	air ↓ B
Yurazaume	air ↓ D
Kachôsen	↓↘→ A • C
Ryuuenbu S. CANCEL	↓↙← A • C
Sayochidori	↓↙← B • D
↳ Ryuuenbu	↓↙← A • C
Musasabi no Mai Kûchû	air ↓↙← A • C
Musasabi no Mai Chijou	↓ ↖ ~ ↗ A • C hold
↳ Ukihane	↓ B • D
↳ Yurazaume	↓ A • C
Hissatsu Shinobi Bachi	←↙↓↘→ B • D
Hana Arashi	↓↘→ ↓↘→ A • C
Hôô no Mai	↓↙← ↓↙← A • C
Chou Hissatsu Shinobi Bachi	↓↙← ←↙↓↘→ B • D
Chou Hissatsu Shinobi Bachi	↓↙← ←↙↓↘→ B D

HINAKO SHIJOU

Maemitsu Tataki	↘ A
Kakeguri	↘ D
Tasuki Nage	close ← • → C
Uwate Nage	close ← • → D
Tsukidashi	A • C tap
Tsuki Otoshi	↺ A • C
Gaburi Yori	close ↻ → A • C
↳ Hatakikomi	↻ A • C
↳ Ketaguri S. CANCEL	↺ B • D
Yorikiri	close ↻ B • D
Kote Nage	close ↻ B • D
Kake Nage	close ↻ → B • D
Ooichiban	↻ ↻ A • C
Gôshô Hineri	↻ ↻ B • D
Gôshô Hineri	↻ ↻ B D

LI XIANGFEI

Shuang Zhang Da	→ A
Gong Bu Hou Xuan Tui	→ B
Fu Bu Hou Xuan Tui	↘ D
Hua Nu Ma	close ← • → C
Li Qian Hou Yan	close ← • → D
Na Meng Bo	↻ A • C
Wan Bo Hou Yan	close ↻ → A • C
↳ Wei Qi Chong Pao S. CANCEL	↺ A • C
Shan Li Zhong Huang	↻ B
↳ Shan Li Zhong Huang Guan Kong	↻ B
Shan Li Zhong Huang Xin Sui Bo	↻ D
Tian Beng Shan S. CANCEL	↻ B • D
Chao Bai Long	A C . ← ↘ C . ← C
Da Tie Ren	↻ ↻ B • D
Zhen Xin Ya	close ↻ ↻ B • D
Da Tie Ren	↻ ↻ B D
Zhen Xin Ya	close ↻ ↻ B D

LEONA HEIDERN

Move	Input
Heidern Inferno	air close ← ~ ↓ ~ → C • D
Strike Arch	← • → B
Leona Crush	close ← • → C
Audel Buckler	close ← • → D
X Caliber	air ↺ A • C
Baltic Launcher	← → A • C
Moon Slasher	↓ ↑ A • C
Grand Slasher	← → B • D
↳ Gliding Buster	→ D
With D version of Grand Slasher	
Earring Bakudan Ichi	↺ B • D
Earring Bakudan Ni	close ⟲ B • D
↳ Kibaku	⟲ B • D
Grateful Dead	↻ ↻ A • C
Rebel Spark	↺ ↻ B • D
V Slasher	not too far air ↻ ↺ A • C
V Slasher	air ↻ ↺ A C

RALF JONES

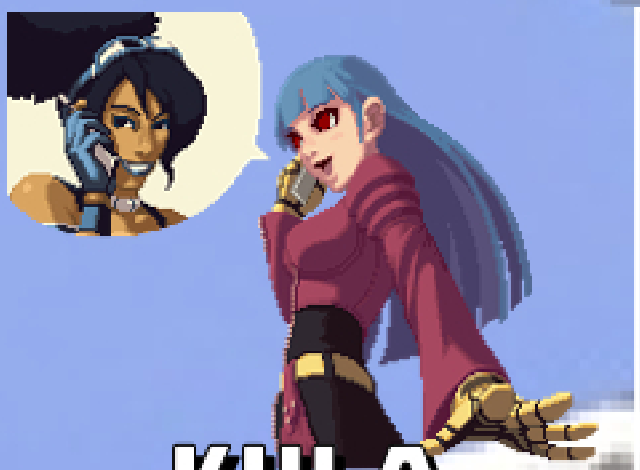
Move	Input
Dynamite Headbutt	close ← • → C
Northern Lights Bomb	close ← • → D
Vulcan Punch	⟳ A • C
Can move with →	
Gatling Attack S. CANCEL	← → A • C
Kyuukouka Bakudan Punch	↓ ↑ A • C
Kyuukouka Bakudan Air Punch	air ↻ A • C
Super Argentine Backbreaker	close ↻ B • D
Ralf Kick	↺ B
Ralf Tackle	↺ D
Galactica Phantom	↻ ↻ A • C
Umanori Vulcan Punch	↺ ↻ B • D
Bari Bari Vulcan Punch	↻ ↺ A • C
Bari Bari Vulcan Punch	↻ ↺ A C

CLARK STILL

Stomping	→ B
Death Lake Drive	air close ← ~ ↓ ~ → C • D
Nageppanashi German	close ← • → C
Fisherman Buster	close ← • → D
Gatling Attack S. CANCEL	← → A • C
Mount Tackle	↻ A • C
↳ Clark Lift	↓ ↓ A
↳ Lift (D.D.T.)	↓ ↓ C
↳ Rolling Cradle	↓ ↓ B • D
Napalm Stretch	↻ A • C
↳ Flashing Elbow	↻ A • C
Frankensteiner	↻ B • D
↳ Flashing Elbow	↻ A • C
Super Argentine Backbreaker	close ↻ B • D
↳ Flashing Elbow	↻ A • C
Running Three	↻ ↻ B • D
Ultra Argentine Backbreaker	close ↻ ↻ A • C
Ultra Argentine Backbreaker	close ↻ ↻ A C

HEIDERN

Critical Dive	air close ← ~ ↓ ~ → C • D
Lead Belcher	close ← • → C
Backstabbing	close ← • → D
Shooter Napalm	→ B
Cross Cutter	↻ A • C
Moon Slasher S. CANCEL	↻ A • C
Neck Rolling	↻ B • D
Storm Bringer	close ↻ A • C
Killing Bringer	↻ B • D
Heidern End	↺ ↻ B • D
Final Bringer	↻ ↻ A • C
Final Bringer	↻ ↻ A C



KULA DIAMOND

One Inch	→ A
Slider Shoot	↘ B
Critical Ice	↘ C
Ice Coffin	close ← • → C
Behind Slash	close ← • → D
Diamond Breath	qcf A • C
Counter Shell	qcb A • C
Crow Bites S. CANCEL	dp A • C
Lay Spin	qcb B • D
↳ Counter Shoot (Stand) S. CANCEL	→ B
↳ Slider Shoot (Sit)	→ D
Diamond Edge	qcf qcf A • C
Diamond Edge	qcf qcf A C
Freeze Execution	hcb hcb A C

FOXY

The Seven Metals	→ A
The Seven Cycles	→ B
The Seven Minerals	↘ A
The Seven Evaporation	↘ B
The Third Key	close ← • → C
The Twelfth Key	close ← • → D
Horn of the Unicorn	qcf A • C
Planunium S. CANCEL	dp A • C
Tree of Beginning	hcf A • C
↳ Memory of Noa	A • C
↳ The Seven Stars	← B • D
Tree of Wisdom	qcf B • D
↳ Key of the Moon	→ A • C
Hope of Nature	dp B • D
Poetry of Cygnus	qcf qcf A • C
↳ Silver of the Moon	→ A • C
↳ Wood of Knowledge	↓ B • D
Prayer of the Planet	air qcf qcf A C
Honey Bee	qcf qcf qcf qcf B D

Go Go Futen Girl	close ← • → C
Starlit Field	close ← • → D
Senseless Chatter	→ B
At the Wasteland	air ↙ ~ ↘ D
Red Sky of Yaponesia	↻ B • D
Mad Madder Roulette	close ↺ B • D
The Unidentified Victim Consciousness	counter ← ↻ B • D

UNCHAIN START MOVES

Formalist Blue	↘ B
↳ Welcome to Rogue	A
↳ Citizen of the World	B
Repun Kamui	↺ A C
Beyond the Flames	↻ B • D

UNCHAIN CONTINUE MOVES

These moves must be used after the Unchain Start Moves.

Link them, you can't link two moves that have the same direction or button.

You can't repeat a move either.

Bye Bye Rogue	↑ A • C
Buggy and Coffin	→ A • C
A Train to See Cherry Blossoms	↓ A • C
Shelter From the Storm	↑ B • D
With a Lamp for the Pathway	→ B • D
Important Symptom	↓ B • D
Loyalty Test for the Rebel	counter ← ↻ A • C
Loyalty Test for the Rebel	← ↻ A C

UNCHAIN FINISHING MOVES

These moves must be used after the Unchain Continue Moves.

Crown Under the Sky	→ → A • C
State of Heathess	→ → B • D
A Full-Moon Evening	↺ A • C
A Garden to Play With Ghost	↺ B • D
Ride Your Cycle	↻ B • D
Red Sky of Yaponesia	↻ B • D

K9999

Move	Command
Shut up S. CANCEL	→ A
(throw) Get lost	close ← • → C
(throw) Quit playing	close ← • → D
Get In There S. CANCEL	↓↘→ A • C
Split S. CANCEL	→↓↘ A • C
Moon...	↙ ↺ ↘ A • C
You Get lost Too	↙ ↺ ↘ B • D
Power is.. losing control.. UWAAHH	↓ → ↘ A B C D

ORIGINAL ZERO

Move	Command
(throw) Yagaikusetsu	close ← • → D
Jagai Kusetsu	A hold → C
Striker: Krizalid	→ A
Striker: Glugan	→ B
Striker: Ron	→ C
Zankaze Enpa: Ouga • Shouha	↓↘→ A • C
Zankaze Enpa: Satsuman	→↓↘ A • C
Gokusa Zanjin	↓↘→ ↓↘→ A • C
Hakura Messhou	↓↘→ ↓↘→ B • D

IGNIZ

Move	Command
(throw) Blue Noah	close ← • → C
(throw) Red Noath	close ← • → D
Chain Blade Transaxial Slice S. CANCEL	↓↘→ A • C
Void Genocide	↓↘→ B • D
Chain Blade Sagital Slice	→↓↘ A • C
Divine Arrow	↓↙← A • C
Nega Genesis	↓↙← B • D
Idom Blade	↓↘→ ↓↘→ A • C
Chaos Tide	↓↘→ ↓↘→ B • D
Brutal God Project	↓↘→ ↺ A C